| L Number | Hits | Search Text | DB | Time stamp |
|---|---|---|---|---|
| 1 | 35 | (obstacle$1 or river$1 or rock$1 or block$1 or wall$1 or canyon$1 or enemy or enemies) near10 range$1 near10 view$4 near10 (object$1 or character$1) | USPAT; US-PGPUB; EPO; JPO | 2004/06/25 11:11 |
| 2 | 19 | ((object$1 or character$1) near10 (jump$4 or overcom$4 or climb$4 or crouch$4 or walk$4 or defeat$4) near10 (obstacle$1 or river$1 or rock$1 or block$1 or wall$1 or canyon$1 or enemy or enemies)) and (range$1 near10 view$4 near10 (object$1 or character$1)) | USPAT; US-PGPUB; EPO; JPO | 2004/06/25 11:11 |
| 3 | 54 | determin$4 near10 ((obstacle$1 or river$1 or rock$1 or block$1 or wall$1 or canyon$1 or enemy or enemies) near10 (within near5 (range$1 or distance$1)) near10 (object$1 or character$1)) | USPAT; US-PGPUB; EPO; JPO | 2004/06/25 11:11 |
| 4 | 67 | ((obstacle$1 or river$1 or rock$1 or block$1 or wall$1 or canyon$1 or enemy or enemies) near10 (within near5 (range$1 or distance$1)) near10 (object$1 or character$1)) and game$1 | USPAT; US-PGPUB; EPO; JPO | 2004/06/25 11:11 |
| 5 | 145 | ((object$1 or character$1) near10 (encounter$1 or meet$1 or met) near10 (obstacle$1 or river$1 or rock$1 or block$1 or wall$1 or canyon$1 or enemy or enemies)) and (within near5 (range$1 or distance$1)) | USPAT; US-PGPUB; EPO; JPO | 2004/06/25 11:12 |
| 6 | 30 | (((object$1 or character$1) near10 (encounter$1 or meet$1 or met) near10 (obstacle$1 or river$1 or rock$1 or block$1 or wall$1 or canyon$1 or enemy or enemies)) and (within near5 (range$1 or distance$1))) and game$1 | USPAT; US-PGPUB; EPO; JPO | 2004/06/25 11:12 |